CLAIM LISTING AND STATUS

1. (Amended) A method of playing a game, the method comprising the steps of:

defining generating, in direct response to a to an action of a player playing of a game,

boundaries of an a first area overlapping only a portion of a resource area, the overlapping portion

defining a resource collection area, the boundaries not being drawn in advance of the playing of
the game; and

enabling an acquisition of resources from the <u>resource collection</u> area, an amount of resources that may be acquired being responsive to the boundaries of the area.

- 2. (Amended) The method of claim 1, wherein the boundaries of the area define first area is a volume.
- 3. (Amended) The method of claim 1, further comprising the step of defining boundaries of generating a second area overlapping a portion of a first defined area at least a portion of the resource collection area.
- 4. (Amended) The method of claim 1, further comprising the step of defining boundaries of generating a second area overlapping a portion of a first defined area at least a portion of the resource collection area; and wherein the first area and the second area differ with respect to a degree of influence over an amount of resources that may be acquired the resources that are available from the overlapping portion of the resource collection area.

- 5. (Amended) The method of claim 1, wherein the amount of resources that may be acquired are available is further responsive to a means for the acquisition of resources.
- 6. (Amended) The method of claim 1, wherein the amount of resources that may be acquired are available is further responsive to a distance to a means for the acquisition of resources.
- 7. (Amended) The method of claim 1, wherein the amount of resources that may be acquired are available is further responsive to a distance to, and a magnitude of, a means for the acquisition of resources.
- 8. (Amended) The method of claim 1, further comprising the step of defining boundaries of generating a second area overlapping a portion of a first defined area at least a portion of the resource collection area; and wherein the overlapped portion has the overlapping portion having an effect on a rate at which resources may be are acquired from the overlapped overlapping portion of the resource collection area.
- 9. (Amended) The method of claim 1, further comprising the step of defining boundaries of generating a second area overlapping a portion of a first defined area at least a portion of the resource collection area; and wherein the overlapped portion has and having an effect on a total quantity of resources that may be are acquired from the overlapped overlapping portion of the resource collection area.

- 10. (Amended) The method of claim 1, wherein the <u>first</u> area covers at least a portion of one of a plurality of resource <u>zones</u> areas having different densities of resources.
- 11. (Amended) The method of claim 1, wherein the <u>first</u> area covers at least a portion of one of a plurality of resource <u>zones</u> areas having qualitatively different resources.

12. (Amended) A method of playing a game, the method comprising the steps of:

defining generating a first area, in direct response to a to an action of a player playing of a game, boundaries of a first area, the boundaries not being drawn in advance of the playing of the game, the a first area comprising resources which may be acquired that are available;

defining boundaries of generating a second area overlapping at least a <u>first</u> portion of the first area;

impacting an acquisition of resources from the <u>first</u> portion of the first area being overlapped by the second area; and

enabling an acquisition of resources from a <u>second</u> portion of the first area not being overlapped by the second area.

13. (Amended) The method of claim 12, wherein the impacting of an acquisition of resources reduces a rate that resources may be are acquired from the <u>first</u> portion of the first area being overlapped by the second area.

- 14. (Amended) The method of claim 12, wherein the impacting of an acquisition of resources prevents the acquisition of resources from the <u>first</u> portion of the first area being overlapped by the second area.
- 15. (Amended) The method of claim 12, wherein the impacting of an acquisition of resources is responsive to a comparison of a means utilized to define generate the first area to a means utilized to define generate the second area.
- 16. (Previously Amended) The method of claim 12, wherein the impacting of an acquisition of resources is responsive to a comparison of a capability to acquire resources from the first area to a capability to acquire resources from the second area.
- 17. (Amended) A method of playing a game, the method comprising the steps of:

 defining generating, in direct response to a to an action of a player playing of a game,

 boundaries of a first area, the boundaries not being drawn in advance of the playing of the game,

 the first area covering a first area overlapping at least a portion of one of a plurality of resource

 zones areas, from which resources may be acquired, the covered the overlapping portion defining a

 potential resource collection area;

defining generating a second area overlapping at least a <u>first</u> portion of the potential resource collection area;

impacting an acquisition of resources from the <u>first</u> portion of the potential resource collection area being overlapped by the second area; and

enabling an acquisition of resources from a <u>second</u> portion of the potential resource collection area not being overlapped by the second area.

- 18. (Amended) The method of claim 17, wherein the impacting of an acquisition of resources reduces a rate that resources may be are acquired from the <u>first</u> portion of the potential resource collection area being overlapped by the second area.
- 19. (Amended) The method of claim 17, wherein the impacting of an acquisition of resources prevents the acquisition of resources from the <u>first</u> portion of the <u>potential</u> resource collection area being overlapped by the second area.
- 20. (Previously Amended) The method of claim 17, wherein the impacting of an acquisition of resources is responsive to a comparison of a capability to acquire resources from the first area to a capability to acquire resources from the second area.